TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

1. Strengthen Downtowns Single or predominant city center that incor- porates a primary employment center, with supporting housing, commercial, and region-serving public/cultural uses	Locate significant retail, office, conference, housing, public service and entertainment activities downtown.	same as for Suburban Level 1	Implement Strategy if Progression to next higher level is desired.	 Direct pedestrian routes to surrounding neighborhoods Pedestrian facilities within the downtown High quality local and regional transit connections Commercial buildings oriented to sidewalks
2. Develop Concentrated Activity Centers Primary employment concentrated in a limited number of carefully planned centers with functionally- integrated complementary uses, including residential units.	The number of Concentrated Activity Centers will vary with the size of the jurisdiction and the metropolitan area.	same as for Suburban Level 1	Implement Strategy if Progression to next higher level is desired.	 Auto uses discouraged for internal circulation Pedestrian facilities Provision of services for employees Transit service Proximity to residential areas

^{*} Performance Goal Level: Average Vehicle Miles Traveled per Household per Year

TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

- Retail 1 - Public 1	30% 10% 10%	Office center: - Office - Retail - Public	25% 10%	Office center: - Office	20%	_	bicycle facilities Interconnected street
- Office 1	20% 10%	- Residential Retail-cultural cert - Retail, hotel, entertainment - Office	10% 10% eter: 20% 10%	- Retail - Public - Residential Retail-cultural cen - Retail, hotel, entertainment - Office	10% 10% 15% eter: 10% 10%	-	Services within walking and bicycling distance of workplaces (1/4 to 1/2 mile)
		- Residential	15% 10%	- Residential	20%		
- Residential 3 - Retail/Office 1 - Public 1 Residential area: 2 - Residential 4 - Retail/Office 1	30% 15% 15% 40% 10%	- Residential - Retail/Office - Public Residential area: - Residential - Retail	30% 10% 10% 40% 10%	- Residential - Retail - Public Residential area: - Residential - Retail	30% 10% 10% 40% 10%		
N	Retail, hotel, entertainment Office Public Residential leighborhood cent Residential Retail/Office Public Residential area: Residential Retail/Office	Retail, hotel, entertainment 20% Office 10% Public 15% Residential 10% leighborhood center: Residential 30% Retail/Office 15% Public 15% Residential area: Residential area: Residential 40% Retail/Office 10%	Retail, hotel, entertainment 20% Office 10% Public 15% Residential 10% Residential 30% Retail/Office 15% Retail/Office 15% Public 15% Residential 30% Retail/Office 15% Public 15% Residential area: Residential area: Residential 40% Retail/Office 10% Residential - Residential Retail/Office 10% Residential - Residential Retail/Office 10%	Retail, hotel, entertainment 20% Office 10% Public 15% Residential 10% Residential 30% Retail/Office 15% Public 15% Residential 30% Retail/Office 15% Public 15% Residential 30% Retail/Office 15% Public 15% Residential area: Residential area: Residential 40% Retail/Office 10% Residential area: Residential area: Residential - Residential area: Residential - Residen	Retail, hotel, entertainment 20% Office 10% Public 15% Residential 10% Residential 30% Retail/Office 15% Residential 30% Retail/Office 15% Public 15% Residential 30% Retail/Office 15% Residential 30% Retail/Office 15% Residential 30% Residential 30% Residential 30% Retail/Office 15% Residential 30% Re	Retail, hotel, entertainment 20% entertainment 20% entertainment 20% entertainment 10% Office 10% - Office 10% - Public 15% - Public 15% - Residential 10% - Residential 20% Residential 30% - Residential 30% - Retail/Office 15% - Retail/Office 15% - Public 10% - Retail/Office 10% - Retail 10% - Retail 10% - Public 10% - Residential area: Residential area: Residential area: - Residential area: - Residential 40% - Retail 10% - Retail 1	Retail, hotel, entertainment 20%

^{*} Performance Goal Level: Average Vehicle Miles Traveled per Household per Year

TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

4. Encourage Infill and Densification Infill development creates clusters of higher residential density and adds employment to jobs-poor urbanized areas	Density at a minimum of 16 or more dwelling units/net residential acre, on average.	Density at a minimum of 12 or more dwelling units/net residential acre, on average.	Density at a minimum of 10 or more dwelling units/net residential acre, on average.	 Pedestrian and bicycle facilities Interconnected street pattern Employment centers and retail services near residential clusters Transit service to residential clusters
5. Increase Density Near Transit Corridors Compact residential and commercial uses within 1/4 to 1/2 mile of major transit corridors	Residential density: minimum of 22 dwelling units/net residential acre,on average. Commercial intensity: minimum of 260 employees per net commercial acre, except theaters and hotels (Floor Area Ratio (FAR) about 1.6). ²	Residential density: minimum of 16 dwelling units/net residential acre, on average. Commercial intensity: minimum of 230 employees per net commercial acre, except theaters and hotels (FAR about 1.4).	Residential density: minimum of 14 dwelling units/net residential acre, on average. Commercial intensity: minimum of 190 employees per net commercial acre, except theaters and hotels. (FAR about 1.2).	 Pedestrian facilities 20-min. transit headways or less, ³ especially in peak periods Multiple bus routes Interconnected street pattern New auto-oriented uses discouraged along corridor

¹ number of dwelling units per residentially-zoned acre (excluding commercial and other uses, streets, open space, etc.)

² FAR = 'Floor Area Ratio' - the ratio of a building's floor area to the size of the parcel or lot, including parking areas.

Miles Traveled per Household per Year

TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

6. Increase Density Near Transit		Pursue Strategy if Basic Infrastructure	Pursue Strategy if Basic Infrastructure	- Pedestrian facilities
	Desidential density			- Tedestrian facilities
Stations	Residential density:	Exists:	Exists:	
	At least 30 dwelling			- 20-min. transit
Compact	units/net residential	Residential density:	Residential density:	headways or less,
residential and	acre, on average.	At least 20 dwelling	At least 16 dwelling	especially in peak
commercial uses	-	units/net residential	units/net residential	periods
within 1/4 to 1/2	Commercial intensity:	acre, on average.	acre, on average.	
mile of significant	minimum of 290			- New auto-oriented uses
stations	employees per net	Commercial intensity:	Commercial intensity:	discouraged near transit
	commercial acre,	minimum of <u>260</u>	minimum of <u>230</u>	stations
	except theaters and	employees per net	<u>employees</u> net	
	hotels.	commercial acre,	commercial acre,	
	(Floor Area Ratio -	except theaters and	except theaters and	
	FAR - about <u>1.8</u>)	hotels. (FAR about	hotels. (FAR about	
		<u>1.6</u>)	<u>1.4</u>)	

^{*} Performance Goal Level: Average Vehicle Miles Traveled per Household per Year

TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

7. Provide Pedestrian Facilities Direct, accessible pedestrian routes to encourage walking	 Design features include: crosswalks and pedestrian-actuated traffic signals wide sidewalks (5-10 ft) protection from fast vehicular traffic short block-faces minimal building setbacks on-street entries to buildings 	same as for Suburban Level 1	same as for Suburban Level 1	 Neighborhood services within 1/2 mile of most residences Direct connections for pedestrians and bicycles Interconnected street pattern Routes that link compact, clustered development Traffic calming measures
8. Develop Interconnected Travel Networks Regular grid or other inter- connected street system	Encourage multiple streets over isolated, hierarchical multi-lane arterials.	same as for Suburban Level 1	same as for Suburban Level 1	Pedestrian/bicycle connectionsShort blocks

^{*} Performance Goal Level: Average Vehicle Miles Traveled per Household per Year

TABLE 6-2 Transportation-Related Land Use STRATEGY PACKAGES for SUBURBAN AREAS					
STRATEGY DESCRIPTION	Suburban Level 1 (Performance Goal: <22,000 VMT/HH)*	Suburban Level 2 (Performance Goal: 20,000 - 22,000)*	Suburban Level 3 (Performance Goal: 22,000 - 25,000)*	SUPPORTIVE FACTORS	

9. Provide	Design features			
Strategic	<u>include</u> :	same as for Suburban	same as for Suburban	- Pedestrian and
Parking Facilities		Level 1	Level 1	bicycle facilities
Reduce the	managed at all			-
parking supply to	locations			- Mixed uses within
reflect the	 Supply does not 			walking distance
increased transit	exceed demand			8
use and walking or	 On-street parking 			- Transit service
bicycling occurring	controlled			(amount varies by
as a result of	 Parking shared 			situation)
implemented	among uses			Situation)
strategies.	 Priority parking for 			
Parking should	bicycles, carpools,			
facilitate, not	vanpools and 'zero-			
inhibit, walking	emission' vehicles			
and transit.				
Management of				
parking should				
vary by land use				
type and proximity				
to transit.				

^{*} Performance Goal Level: Average Vehicle Miles Traveled per Household per Year

TABLE 6-2a

Case Study Examples of: SUBURBAN COMMUNITIES

SAMPLE COMMUNITY	REGIONAL LOCATION	Average VMT Per Household Per Year	PERFORMANCE GOALS: Average Vehicle Miles of Travel per Household per Year
Alameda	SF Bay Area	17,000	Suburban Level 1:
Pasadena (south central area)	Los Angeles	17,300	(17,000
Daly City	SF Bay Area	19,300	to 20,000)
Downey (central area)	Los Angeles	21,400	Suburban Level 2:
Alhambra	Los Angeles	21,700	(20,000
Escondido	San Diego	21,700	to 22,000)
Walnut Creek	SF Bay Area	22,300	Suburban Level 3:
Lafayette	SF Bay Area	22,300	(22,000
Clairemont	San Diego	22,700	to 25,000)
Riverside (northern area)	Los Angeles	23,700	

^{*} Sources: JHK & Associates, *Transportation-Related Land Use Strategies to Minimize Mobile Source Emissions*, 1995, Table 5-2. Source of community data: Dr. John Holtzclaw, *Using Residential Patterns and Transit to Decrease Auto Dependence and Costs*, June 1994. (Community data was grouped and annotated by JHK & Associates and ARB staff.)